

# BEST AVAILABLE COPY

## PATENT APPLICATION FEE DETERMINATION RECORD Effective November 10, 1998

Application or Docket Number  
**09/508405**

### CLAIMS AS FILED - PART I

(Column 1) (Column 2)

OR	NUMBER FILED	NUMBER EXTRA
ASIC FEE		
TOTAL CLAIMS	51 minus 20 =	31
DEPENDENT CLAIMS	2 minus 3 =	*
MULTIPLE DEPENDENT CLAIM PRESENT		

If the difference in column 1 is less than zero, enter "0" in column 2

### CLAIMS AS AMENDED - PART II

(Column 1) (Column 2) (Column 3)

	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	*	Minus	**	=
Independent	**	Minus	***	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

(Column 1)

(Column 2) (Column 3)

	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	*	Minus	**	=
Independent	*	Minus	***	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

(Column 1)

(Column 2) -(Column 3)

	CLAIMS REMAINING AFTER AMENDMENT		HIGHEST NUMBER PREVIOUSLY PAID FOR	PRESENT EXTRA
Total	*	Minus	**	=
Independent	*	Minus	***	=
FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM				

SMALL ENTITY  
TYPE

OTHER THAN  
OR SMALL ENTITY

RATE	FEES
OR	
X\$ 8=	
X39=	
+130=	
TOTAL	

RATE	FEES
OR	970
X\$18=	558
X78=	
+260=	260
TOTAL	1788

OTHER THAN  
SMALL ENTITY OR SMALL ENTITY

RATE	ADDI- TIONAL FEE
OR	
X\$ 8=	
X39=	
+130=	
TOTAL ADDIT. FEE	

RATE	ADDI- TIONAL FEE
OR	X\$18=
X78=	
+260=	
TOTAL ADDIT. FEE	

RATE	ADDI- TIONAL FEE
OR	X\$ 8=
X39=	
+130=	
TOTAL ADDIT. FEE	

RATE	ADDI- TIONAL FEE
OR	X\$18=
X78=	
+260=	
TOTAL ADDIT. FEE	

RATE	ADDI- TIONAL FEE
OR	
X\$ 8=	
X39=	
+130=	
TOTAL ADDIT. FEE	

RATE	ADDI- TIONAL FEE
OR	X\$18=
X78=	
+260=	
TOTAL ADDIT. FEE	

The entry in Column 1 is less than the entry in column 2, write "0" in column 3.  
 the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20".  
 the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3".  
 the "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.